



DEPARTMENT OF THE INTERIOR
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FWS DIRECTOR TELLS UNESCO ABOUT GAME MANAGEMENT

Administration of the principal game-mammal resources in the U. S. has gone beyond the stage of merely trying to increase the populations of animals, declared Albert M. Day, Fish and Wildlife Service director at the UNESCO meeting at Lake Success on the Conservation and Utilization of Resources.

"The available food supply for animals rigidly limits the numbers that can exist," Day said. "Management is now concerned chiefly with maintaining the balance of animals in relation to forage and range conditions."

The aim of management is to detect overpopulation before the animals have destroyed their own habitat, and to take necessary measures to balance animal populations and food, Day explained. A herd of deer, for instance, could increase to the point where it had so seriously damaged and destroyed browse plants that it would be many years before the range could recover — the animals having starved to death in the meantime.

"There is need for education of the public so it will understand that control of game population is actually in the interest of conservation," Director Day said. "This means that the public should be willing to permit an open season on female animals when herd reduction is necessary, particularly in the case of deer and elk."

White-tailed deer comprise two-thirds of the big game population in the U. S. — which now stands at about seven and three-quarter million animals, Day reported. Other animals in some abundance are the mule deer, peccary, and black bear.

Relatively scarce animals are the desert or Rocky Mountain bighorn sheep, mountain goat, moose, bison, European wild boar, grizzly bear, and caribou, related Director Day. The U. S. has less than 20,000 of any one of these species, and, of the woodland caribou, there are only a few.

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